

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.

© 2001 NINTENDO. ALL RIGHTS RESERVED.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

Contents

Story	3
Rules	4
Control Functions —	5
Start	6
Game Screen —	8
Item / System —	9
Мар —	10
Cards	12
Gems and Points	14
Mini Games —	15
Items	16
Events	18

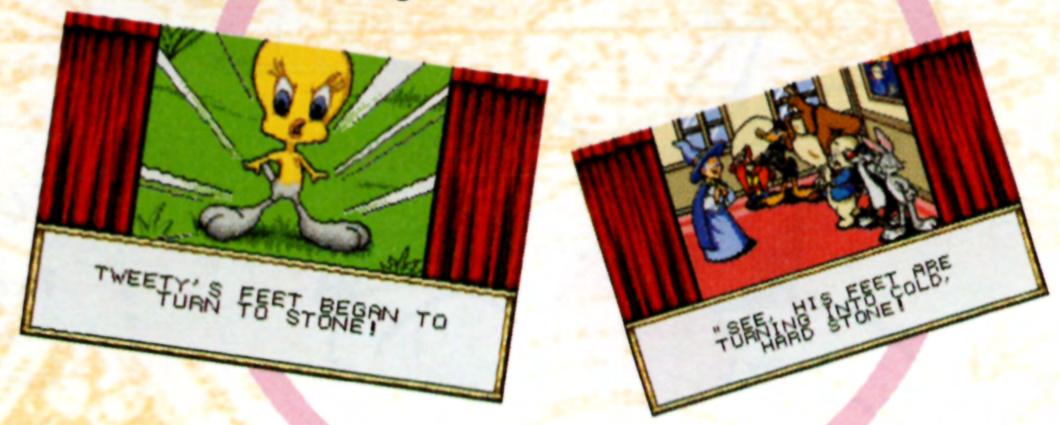




"I tawt I saw a magic box!"

One day Tweety found a strange box in the woods. As he opened it, he was engulfed in a pall of mysterious smoke that suddenly transformed his toes into stone!

What Tweety didn't realize was that long ago Granny had shut a bad witch up inside the box and sealed it with a turn-to-stone spell. When Tweety opened the chest, he unwittingly turned the spell on himself—he was turning into a statue!



Desperate for a counterspell, Granny gathered Tweety's Looney
Tunes pals together and explained the dreadful dilemma. "Tweety
will turn to stone unless we work quickly to collect five magical
gems. I'm counting on you to save my precious little birdie!" Which
one of the Looney Tunes heroes will collect all of the magical gems
in time? The outcome of this adventure depends on you.



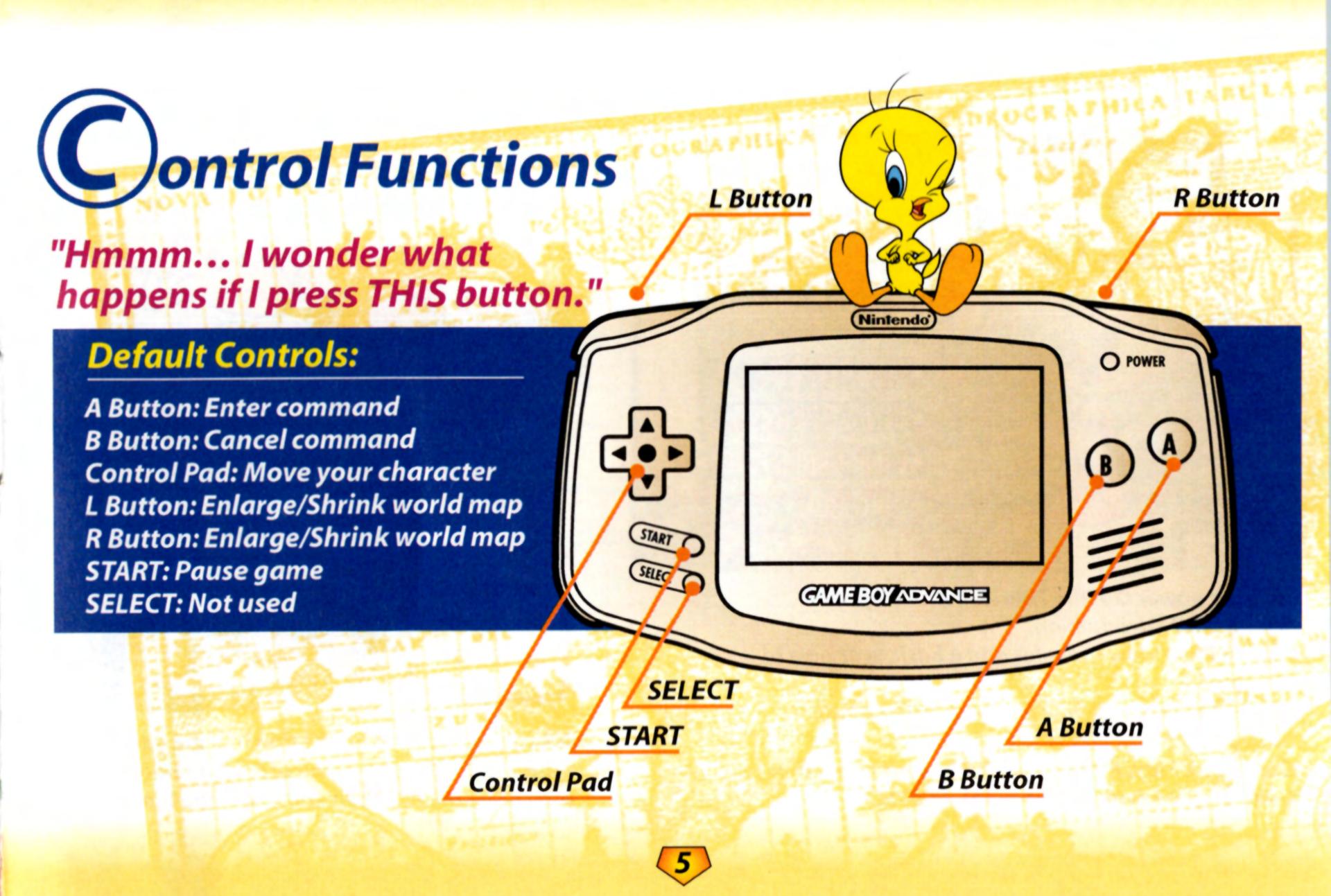
"I claim this planet in the name of the earth!"

Collect the magic gems!

You start at a random location on the board. Look at the map in the lower right corner of the screen to determine the location of the gems. You need to travel to these locations to collect the magical power of the five gems—before the other characters get there.

Collect points!

Tweety and the Magic Gems features tons of arcade-style mini games within the main game. If you win a mini game, you earn points. The more points you have, the more items you can buy to help you move around on the game board and delay other players.



Start



Turn the power ON, the Title screen will appear after a brief introduction.

How to Play: View the rules and a basic overview of the game.

Single Player: Challenge one or more computercontrolled characters.

Game Link Play: Playable with 2 to 4 players via Game Boy ® Advance Game Link ® Cable



Jukebox: Check out all the music in the game. Press RIGHT or LEFT on the Control Pad to select music, then press the A Button and crank the tunes!



Start Main Game: Start game to save Tweety.

Mini Games: Practice all of the arcade-style

mini games.

Back: Go back to Title screen.



Choice of characters

"Never send a rabbit to do a DUCK's job..."



First decide the number of computer players in the game, and then choose your character. If you're playing against the computer, you can pick which Looney Tunes character you want to play against. Once you choose the characters, you'll need to select Tweety's Turn-To-Stone Speed. The faster the speed, the more difficult the game will be.



"I'm r-r-re, r-r-read... all s-set!"

Sylvesters TUPN.

Points

Character points earned.

Gem Power collected

Flashing gems indicate cities you've already explored.

Navigation

During your turn, you'll see a compass in the upper right corner of the screen. The arrow on the compass will point to the closest city where a gem is located.

Player

Player Icons

Shuffle cards.

CAROS

Use Item (See pg.9)

00

- Explore the routes around your character before you move.
- Options (See pg. 9)
- 6 Almanac: Learn about world facts when you get close to a famous place.

PLOVER 1

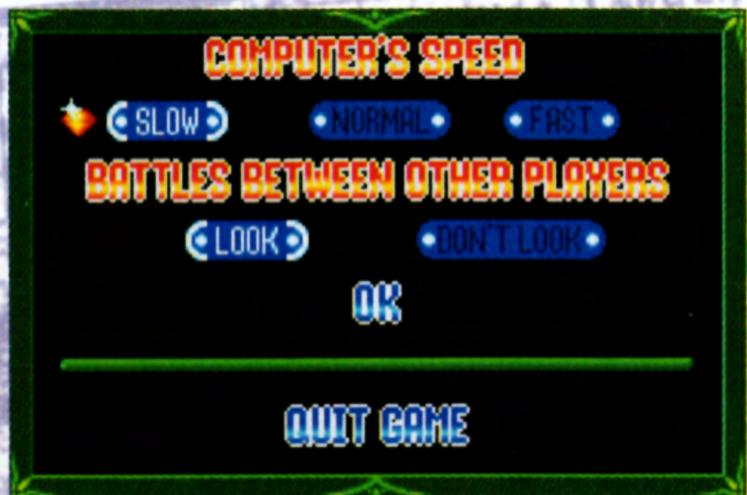
TURE

0/4 (0/40 (0)



The items you have now are shown on this screen. You can also select items or move positions of the items.





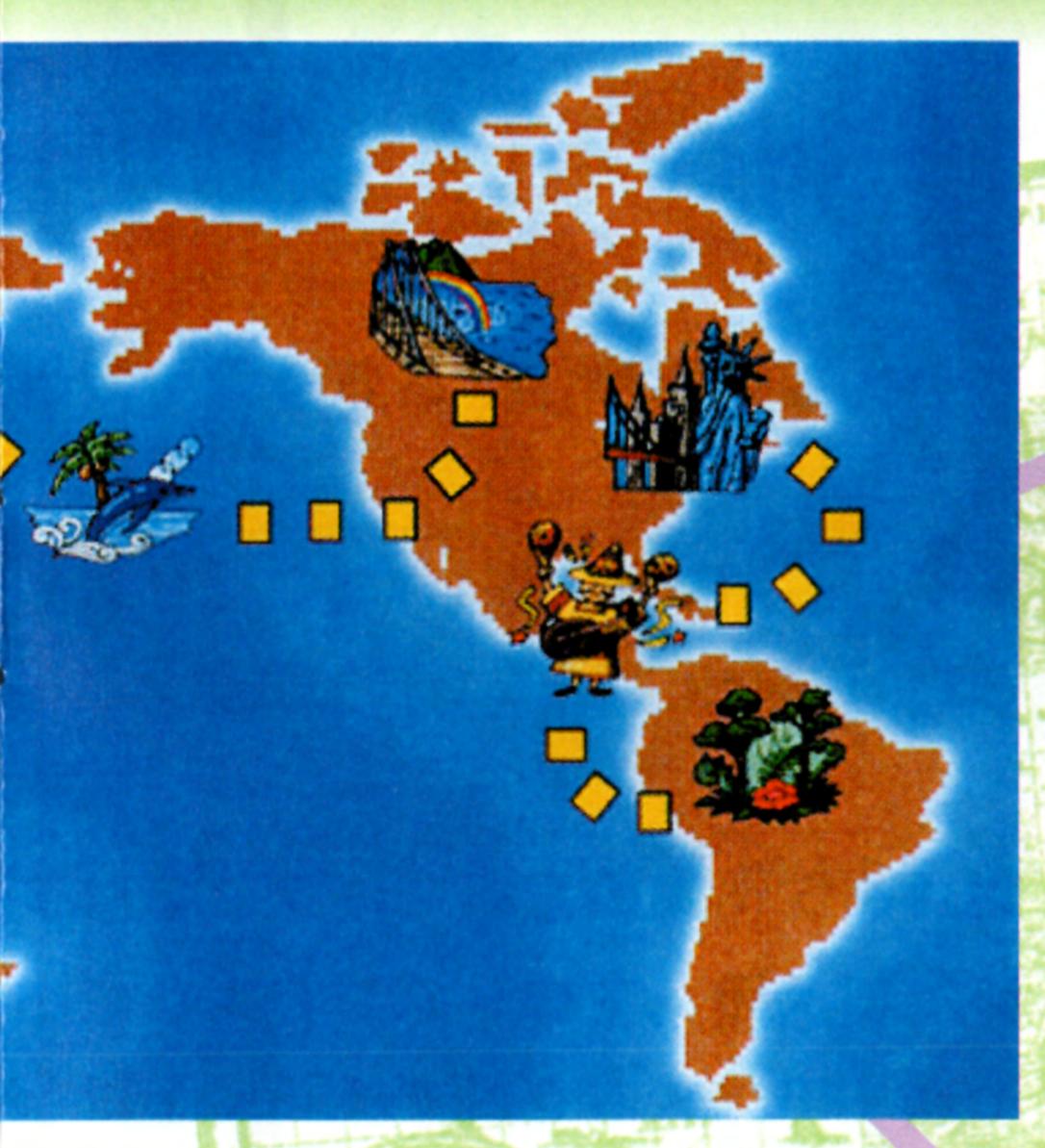
If want to change the speed of the computer, choose "Fast", "Slow" or "Normal" under Computer Speed.

If you don't want to watch other players battle against each other, choose "Don't Look" under "Battle between other players.

9







"There just ain't room enough on this planet for the two of us!"

World Map

The positions of the players and gems are indicated on the World Map.

City Map

When you arrive at a city space, you can choose between entering the city or skipping over it.

Press the A Button while over a city to enter it.

If you enter the city, you'll see a City Map.

Transportation

The typical way to move from place to place is by walking, but if you pick up special items or land on certain spaces, you can use other modes of transportation to get around.







Your turn begins by shuffling the card deck. After you draw a card from the deck, you'll move the number of spaces indicated on the card.



Drawing an Ace earns you a random item and then you can move 14 spaces on the game board.



1 seven

Drawing a Lucky Seven earns you a random item and then you lets you move seven spaces on the game board.

ETC. 2 to 13

Other cards allow you to move the number of spaces indicated on the card.

ELG

"Bon Voy-ah-gee!"

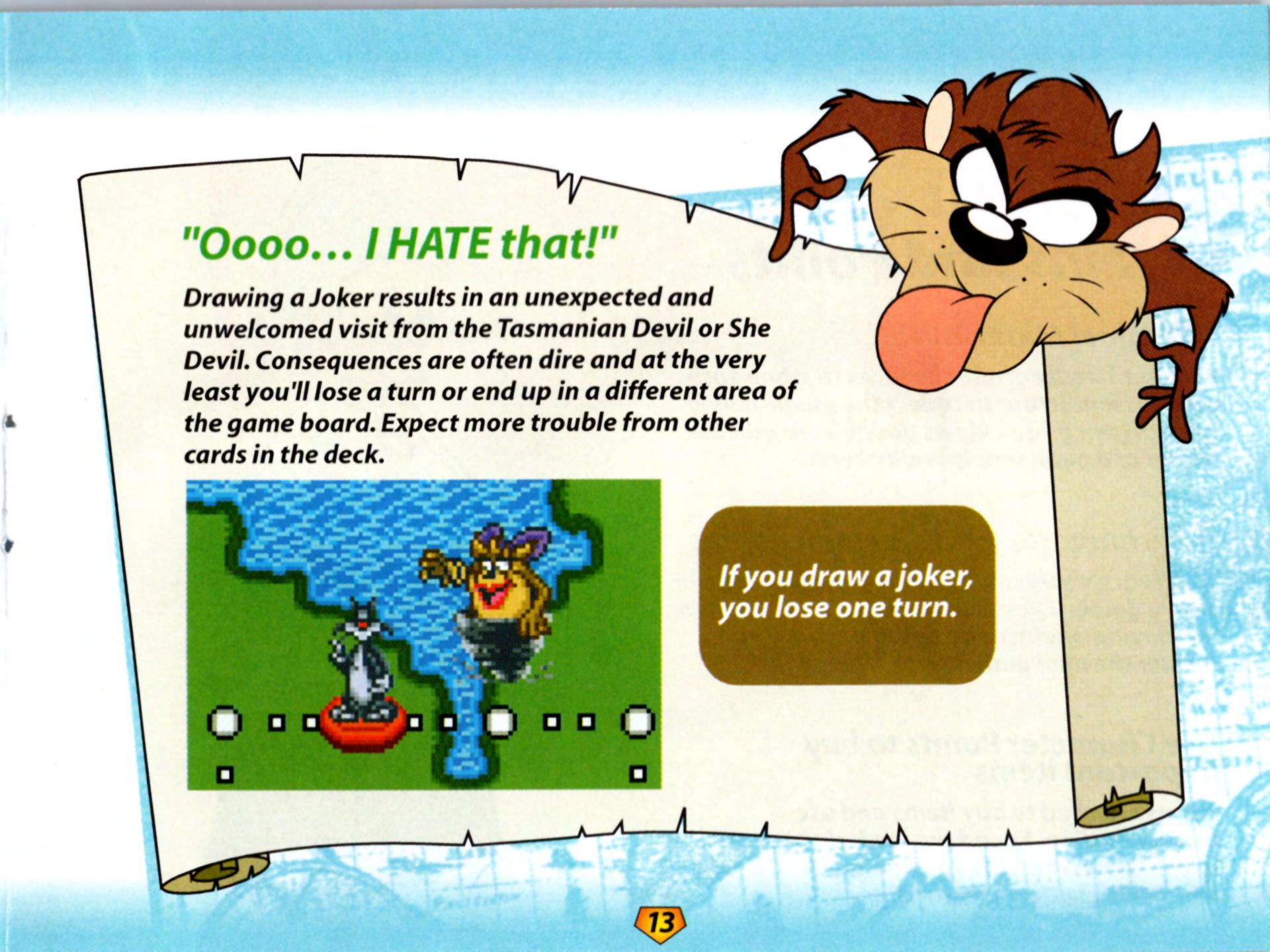
After drawing a card, you're ready to plan your move. You must move the number of spaces indicated on the card.

For example

If you drew a four card, you must move four spaces in the directions available on the map, but you won't be able to stop until you use up all of your moves for the turn.







(G) ems and Points

"It's Mine! Mine! MINE!"

Because Tweety gradually turns to stone each turn, it's important to collect the magic power of each gem as quickly as possible. To add the power of a gem, simply walk over it.

Win character points in mini games

You'll earn character points if you place high in a mini game. If you find it tough to earn points, try playing against one opponent until you master the mini games.

Use Character Points to buy important items

Points are used to buy items and use transportation. Spend them wisely because you never know when the Tasmanian Devil might whirl away with your winnings.



(A)rcade Action Mini and Match Games

"You're dethpicable!!!"

Mini games can make or break your chances of finding all five gems in Tweety and the Magic Gems. Mini game winners will often use their character points to buy items that can help them control other contestants in the main game.



Mini games

A mini game begins whenever a player ends their turn on a red space. The player who lands on the red space and starts the mini game will receive a bonus.

Match games

If you end up on a space with another player, you can challenge that player to a match game. If you win a match game, you can take the power of one gem from your defeated opponent.

Win games, earn points, and buy items!

If you place first in a mini game, you'll earn more character points than the rest of the contestants. Use the character points to buy important items sold at the Item Shop.



"That's the last straw... NOW I USE MY SECRET WEAPON!!!"

These are just a few of the many items found in the game. You can buy these items in an Item Shop or find them when you draw a card.



Ticket
Ride in an airplane to another
part of the world.



Migratory bird Multiply the number on a game card by three.



Whistle to call a whale Summon a whale to carry you across the ocean.



Magic rug
Skip four turns and avoid all match games.



Whistle to call a bird
Summon a bird to fly you over
a continent.



Pandora's box
Give it to another player and increase their chances of drawing the joker card.



Phoenix's feather
Multiply the number on a game
card by four.



Merchant's Pendant

Earn extra character points depending on the distance.



Soldiers Pendant

Earn twice the character points if you start a mini game.



Can

Avoid the Tasmanian Devil—even if you draw the joker card.



Royal Family's Pendant Avoid all natural calamities.



Whistle to call a bee Summons a bee to your route.



Royal Family's Ring
Summons all players together on the



Sleeping Potion

Make an opponent fall into a deep slumber for a turn.



Traveler's ring Draw another card.

board.



Yellow bell

Even if you lose a match game, the other player can't take a gem from you.



Merchant's ring

Earn half-off savings on all item shop merchandise.



See if you can uncover other amazing items!



Delicious meat Avoid the She Devil—even if you draw a Joker card



"I guess I should have taken a left at Albuquerque..."

Random events will often beset your best-laid plans. Watch out for these cards

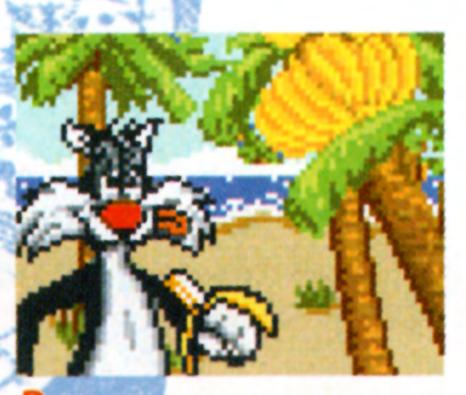




Big tsunami Lose one turn.



Cold wave Lose one turn.



Banana Find a Banana, and keep the peel to use against others.



Volcanic eruption
Lose one turn.



Whale watching Lose one turn.



Road Runner
Lose one turn.



Pirate
You lose all of the items in your inventory



If the number on the card is less than 7, you can't move forward.



If the number on the card is less than 7, you can't move forward.



Fox in a fix Lose one gem.

Getting Connected

How to connect Game Boy® Advance Game Link® Cables

Items you need

Game Boy Advance "Tweety and the Magic Gems" game cartridge	Equal number to the number of players — Equal number to the number of players
Game Link® Cables exclusively for Game Boy®	Advance
2 players	——— 1 Game Link® cable
3 players	2 Game Link® cables
4 players	3 Game Link® cables

Caution regarding communication play

In the following cases, the multi play may not work or may not be working.

A Game Link® Cable that is not designed for Game Boy® Advance is not being used.

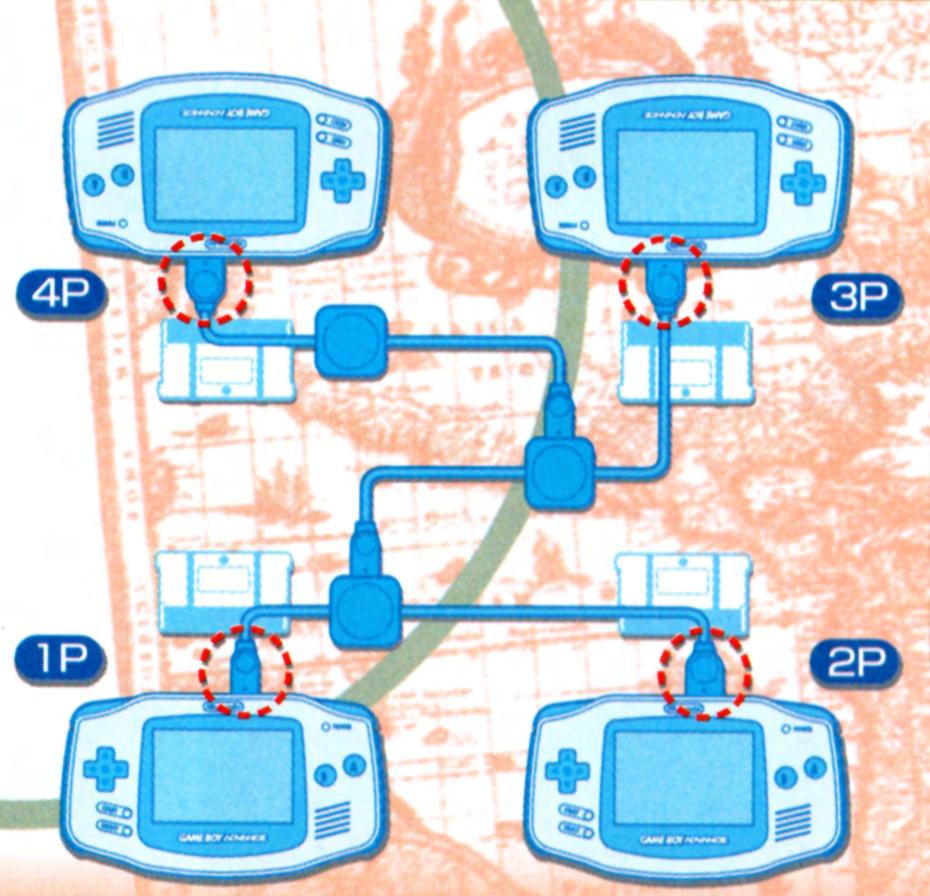
The Game Link® Cable is not inserted all the way in.

Pulling out the Game Link® Cable while communication.

The Game Link® Cables or systems are not connected correctly.

More than 5 systems are connected.

How to connect



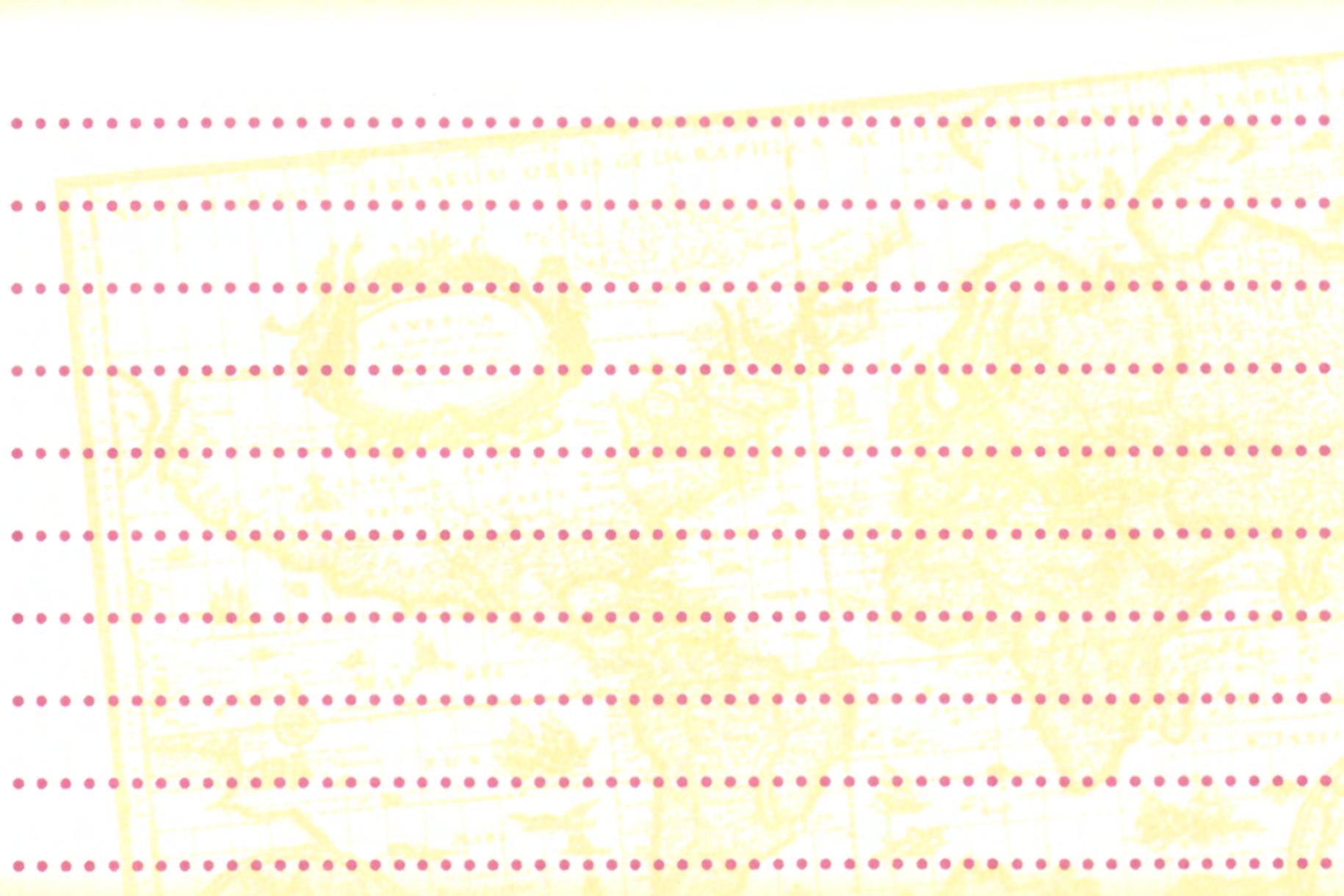
- 1. Make sure that the power of all systems is OFF.
- 2. Then insert Game Paks into each system.
- 3. Connect the Game Link® Cables together, and then connect them to each system.
- 4. Turn the power of all systems ON.
- 5. Please see page 8 for directions on how to play the game.
 - * When playing with 2 or 3 players, DO NOT connect systems and Game Link® Cables that are not being used.
 - * 1P should be connected to the smaller plug of the Game Link® Cable.

Connect the Game Link® Cables and systems referring to the illustration to the left.

(Pay attention to the size of each plug)



.





WARRANTY SUPPORT/CUSTOMER SERVICE INFORMATION

KEMCO warrants to the original purchaser of this KEMCO software product that the product (Game Pak) is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. The KEMCO software program is sold "AS IS" and without any expressed or implied warranty of any kind, and KEMCO agrees to either repair or replace, at its option, free of charge, the noncomplying KEMCO software products provided it is returned by the original purchaser, postage paid, with original proof of purchase, to KEMCO's Factory Service Center.

TO RECEIVE THIS REMEDY

- 1. DO NOT return your defective KEMCO software product to the retailer.
- Send the defective product via registered mail, along with receipt as proof of purchase to KEMCO Warranty Return Center at:

KEMCO Tweety and the Magic Gems Warranty Return Center

Ingram Entertainment Two Ingram Blvd., La Vergne, TN 37089 (615) 287-4000

Jack of All Games 8800 Global Way, West Chester, OH 45069 (513) 326-3020

When you write to us, please provide us with your phone number and a brief explanation of what appears tobe wrong with the product. The remedy provided above is your exclusive remedy if the KEMCO software product does not comply with this Limited Warranty. This warranty shall not be applicable and shall be void if the defect in the KEMCO software product has arisen through abuse, unreasonable use, mistreatment, neglect or reasonable wear and tear. IN THIS WARRANTY IS OBLIGATIONS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KEMCO ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT. INCLUDING WARRANTIES OF AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT, SPECIAL INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE KEMCO SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This limited warranty gives you specific legal rights, and you may also have other rights which vary from state to state.



14711 NE 29th PL Suite 215 Bellevue, WA 98007 USA

© 2001 KEMCO / Supervised by Takeo Mogi

LOONEY TUNES, characters, names, and all related indicia are trademarks of Warner Bros. © 2001.